

# Rise against Monsters

**Concept:** A cooperative game of clearing lands of monsters, and establishing castles to defend those lands. This game uses standard playing cards, with jokers included.

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**Object:** Build a number of castles equal to the number of players and clear all areas of roaming monsters.

**Losing the Game:** If any player moves into the Building Phase (see below) and then, at any point thereafter, there are only monsters in play in **all** lands, the game ends with the monsters winning.

**Materials:** In a 2 or 3 player game, use one deck of cards. In a 4 to 7 player game, use two decks of cards.

Adding additional decks to the game generally makes it easier, so if the game is being too difficult, playing with an additional deck (2 decks for 2-3 players and 3 decks for 4-7 players) helps. In large games, some type of markers might be helpful in order to keep track of which road cards go to which players.

**Start:** Each player is dealt 7 cards; any Clubs except the Ace are monsters, which are put immediately into play before that player.

A player's hand is always shown face up in front of the player, clearly away from his play area so as to avoid confusion as to what is in play and what is not.

Play moves to the left, starting with the player next to the dealer.

The game has two phases: Clearing and Building. All players start in the Clearing Phase.

## Play during the Clearing Phase:

There are the following rounds of play in each turn, followed in this order:

1. Untap
2. Monster Activity
3. Draw, playing Monsters and Heroes automatically
4. Play Heroes (non-face card hearts) from one's hand
5. Discard

### 1. Untap

When cards in play are used to attack, they are tapped (rotated by 90 degrees, so they are sideways to the player that owns them). This shows that they have been used and cannot be used again in the same turn. This applies to monsters attacking as well as heroes. At the start of the next turn, all the cards (monsters and heroes) are untapped so that they can be used again.

**\*Exception:** If a card was attacked while tapped and was not destroyed, then it will not be able to untap. See **Combat** for an explanation.

### 2. Monster Activity

All clubs except the Ace of clubs are monsters. In the case of numbered Clubs, the number indicates the monster's **Rating**. In the case of face card clubs, they all have a rating of 15. The rating is used to resolve fights between monsters and heroes (non-face card Hearts). This is explained in **Combat**. When the monster activity phase occurs, the monsters in play in the player's land attack. The largest monster in the area attacks first (in the case of ties, just choose one). Monsters always attack heroes first. They attack the

weakest (lowest Rating) cards first. If there are no heroes in a given land, they attack workers (Spades). If there are no workers, they attack roads (Diamonds). If there is nothing to attack in a land (the land is empty), then a monster will move to another land - **unless it is in the first turn of play. No monster movement takes place during the first turn.** Moving to another area taps the monster, so it cannot attack in the turn in which it was moved. Monsters will first move to a land where there is something for them to attack, with the same preference as before (weakest heroes first, etc). In the case of a tie, Monsters will prefer lands with the greatest number of targets in play over ones with fewer in play. However, only one monster can move from any given land to any other land in a turn.

For example: *In a four player game, one player has four monsters in front of him with nothing for them to attack. Starting with the largest monster, the player sees that all the other players have heroes out, but one of them has the weakest hero. The largest monster moves over to that land, being tapped as it is moved. The second largest monster is then moved. It cannot be moved to a land into which a monster has already traveled, so the other two lands are considered. Both of the players have a smallest hero of equal strength, but one of the players has four cards in play, while the other only has two. The monster is moved to the land with more targets. The third largest monster is then moved. Since there is only one land left into which no monster has already moved, it moves into that land. The fourth monster cannot move, since one monster has already moved into the each of the other lands that turn.*

When monsters move into a land in which a player has untapped heroes, that player can immediately tap his heroes to attack the arriving monster or any other monsters that are already in play in his land.

Once all the monsters in the player's area have been handled, move on to the draw phase.

### **3. Draw**

Subtract the player's current number of cards in hand from 7; this will give the number of cards that the player can choose to draw this turn. If a player has 7 cards in his hand, he draws none. **If the player has less than 7 cards, then he must draw at least one card.** Each card is drawn one at a time and revealed immediately to all. If there are not enough cards remaining in the deck to allow the player to draw the desired number of cards, the player should draw as many cards as remain in the deck, then shuffle the discard pile, resetting the deck, and then finish drawing.

Monsters (clubs) and Heroes (non-face card hearts) are put immediately into play. Monsters coming into play immediately attack, with the same preference as during the Monster Activity phase (heroes then works then roads, weakest to strongest). However, if there are no targets available, the monsters do not move in the turn that they arrive in play.

Heroes can be used to immediately attack upon arriving in play, even if the player is not done drawing. In fact, untapped heroes (as well as workers) can be used at any point during any players turn, **except** turning the Untap phase. This can be helpful for assisting other players (which requires roads - See **Building**). Using a hero right away is often advisable if the player has other cards to draw and is concerned that the new hero may be destroyed by other monsters drawn thereafter.

Bringers of Wrath (Jokers) are immediately played if the player has any monster or any heroes in his land. If the player has any monsters, then discard the Bringer of Wrath and all monsters in the player's land. If the player has no monsters but does have heroes in play, then discard the Bringer of Wrath and all the heroes in the player's land. If the player has

no monsters and no heroes, then the Bringer of Wrath goes into the player's hand. The player can use it at any time thereafter, even when it is not his turn. It can be used in reaction to a monster being drawn, and it will kill that monster before it can attack anything. However, it can only be used in the player's own land.

Workers (Spades), Roads (Diamonds), Bonus Cards (non-club face cards), and Castles (Aces) are put into the player's hand. As long as the player has any monsters in his land, these cards cannot be used.

#### **4. Play Heroes**

If the player was dealt heroes in his starting hand, he is not required to put them into play. Sometimes, it is useful to hold them back, especially if they would just be quickly killed by monsters if put into play. Heroes put into play can be immediately used to attack any monsters in the player's land.

#### **5. Discard**

The player can discard any number of cards from his hand. Since the number of cards in a player's hand determines how many cards are drawn during the Draw phase, a player may want to hold on to cards to slow down the number of cards he has coming in during his turn, or discard many so as to dramatically increase the number of incoming cards. The player does not have to discard any.

### **The Building Phase**

A player can enter the building phase during the Play Cards part of their turn. **As soon as he plays a worker or a road, he is considered to be in the Building phase.** This is important to note because players should carefully consider when they move into building. If you are the first player to go into the building phase, you want to be in as strong a position as possible when you do so. If you are the only player to enter the building phase, and your area is overtaken by monsters, that may result in the game ending and the monsters winning.

#### **Play during the Building Phase:**

There are the following rounds of play in each turn, followed in this order:

1. Untap
2. Monster Activity
3. Draw, playing Monsters and Heroes automatically
4. Play cards from one's hand
5. Discard

#### **1. Untap**

This is the same as in the Clearing phase, except the player may now have workers that need to be untapped as well. During the untap phase, workers can be reorganized to supporting different Bonus Cards or Castles. This can be helpful if a player has an unnecessarily high rating worker supporting a Bonus card, and he gets a lower ranked one to take its place (see **Worker** below).

The remaining rounds of play are the same as in the Clearing Phase except Round 4, playing cards from one's hand. Now the player can build **Workers** (non-face card Spades), **Roads** (non-face card Diamonds), **Bonus Cards** (non-club Face cards), and **Castles** (all Aces) in the Play Cards phase. **These cards can only be played if the player has NO Roaming Monsters in his land** (see Castles below).

**Workers** are used to get Bonus cards and Castles into play, and to maintain them. Bonus cards and Castles each require a certain rating of worker(s) be tapped to bring them into play and keep them in play, as follows:

Jack: 5 worker rating

Queen: 10 worker rating

King: 15 worker rating

Ace: 20 worker rating

Multiple worker cards can be used, combining their ratings, to bring Bonus Cards and Castles into play. Once a worker has been used to bring a card into play, the player can choose during the uptap phase to leave it tapped to continue supporting the card it brought into play. If a player does not pay the worker cost of any given Bonus Card or Castle during the untap phase of his turn, then the unsupported card is discarded and its benefits lost.

**Roads** connect the lands between two players. Roads allow players to help other players with their lands. When you put a road into play, place it so that it is clear to which other land it connects. Heroes can be used down a road to attack monsters in another player's land. Workers can contribute toward building in another player's land. The number on the road card determines the rating of the card that can send help down that road. For example: *A Road with a rating of 5 would allow one hero with a rating of 5 or less to assist the land to which that road connected.* Such assistance might be attacking a monster (or keeping it tapped - see **Combat**); it could also be useful to help another player building a Castle or Bonus Card. When a worker or hero uses a road, that road is not available for other workers or heroes to use on that turn. If it is a worker being used to maintain something built, or a hero keeping a monster tapped, it may continue to use the road for a number of turns. Only one card can be using any given road at a time, in either direction. For example: *If Player 1 used a road he had that connected him to Player 2 to send Player 2 assistance, then that road remains in use until the card that was sent down the road untaps. Player 2 could not use that same road to send assistance back to Player 1.*

Roads are in the area between the lands. **Monsters at either end of the connecting lands can attack and destroy them.**

Roads can also be used to send another player a worker or hero permanently. If the worker or hero is moving to another land permanently, it can only be half the size of the road down which it is traveling. For example: *a rating 10 road would allow a worker or hero with a rating of 5 to be sent permanently.* The moved card taps, just like moved monsters do, so it cannot be used in the same turn in which it is placed in another land.

**Bonus Cards** are the non-club face cards. They increase the ratings of cards that are in play in the player's area that are of the same suit as the card. These bonuses are as follows:

Jack: +3

Queen: +4

King: +5

For example: *The Queen of Workers (the Queen of Spades) gives a bonus of +4 to the ratings of all workers in play in the player's land.* This includes the workers that are supporting her once she is in play.

The Jack, Queen, and King of Roads, like all other bonus cards, provide a bonus to the rating of cards of their suit. This bonus to Roads only applies to the player that has this bonus card in play, not to those on the other end of the roads to which that player's roads are connected. For example: *The Jack of Roads makes all of the player's roads have a +3 rating when he want to use those roads to send help to other players. Thus, he could send a rating 8 hero down a road that had a face value of 5 to assist another player. The player*

to which that road connected, however, would only be able to deploy rating 5 cards on that road.

The Face cards of Roads provide another bonus as well. They allow the player to use the bonus cards of other players to which the player has a connecting road. The bonuses must be from the same type of face card: Jacks can only draw bonuses from other Jacks, Kings can only draw bonuses from Kings. For example: *If a player builds the Jack of Roads, and he is connected to a player who has the Jack of Heroes in play, then the player with the Jack of Roads would also get the Jack of Heroes bonus to his heroes for as long as a road exists between those two players.* **\*Note\* The same bonus cannot be drawn to any player more than once.** Thus, in the example above, if two other players had the Jack of Heroes in play, and the player with the Jack of Roads was connected to both of them, he would only get the Jack of Heroes bonus one time - not twice. However, the player could get the bonus twice if he is drawing the bonus from another player **and** he has the same bonus card in his land. Thus, if a player had a Jack of Roads and a Jack of Heroes, and he was connected by a road to another player who also had the Jack of Heroes, then he would get the Jack of Heroes bonus twice.

Bonus cards cannot be destroyed directly, but if their supporting workers are destroyed (by monsters), they will be discarded. This occurs during the player's untap phase - so if the supporting cards were killed during the draw phase, the bonus card would stay in play until the player's next turn. If a player has an untapped worker in play when a worker supporting a bonus card is destroyed, he can immediately tap that worker and contribute its rating to supporting that bonus card. If it is enough to maintain the bonus card, then the bonus card stays in play. As long as the player can pay the worker rating cost turning his untap phase, the bonus card will remain in play.

**Castles** are Aces. They are important in two ways. First, they are one of the two victory conditions for the game. Second, they can absorb a certain number of monsters. Once a player has a Castle in play, any monsters that move into that player's land, or who are played there directly, are placed under the edge of the castle. This is done until a rating of 20 monsters is tied up there - after which, monsters come into play normally. Castles cannot be destroyed directly - but if their supporting workers are killed (by monsters in normal play), then they will go out of play. The player who controls the castle can determine which monsters end up under it. For example: *A player's castle had a rating 7, 8, and 3 monsters on it already, and a rating 10 monster came into play, the player could have the 10 go to the castle and move the 8 back into play (alternately, the player could move the 7 and 3 back into play, and have the 10 and 8 under the castle; as long as there are not more than 20 rating in monsters on the castle).*

Monsters that are attached to castles do not count as being roaming monsters. When all monsters in play are attached to castles, and there is a number of castles equal to the number of players (regardless of which land they are in), then the players win: the monsters are defeated!

### **Combat**

When a hero or monster attacks, tap the attacking card and put it in contact with the card it is attacking. Compare the rating of the two cards; the card with the higher rating wins, with ties going to the attacker. If the attacking card is not large enough to destroy the defending card, it is just tapped and left in contact with the attacked card. Other cards can be used to assist the attacker, and if their total rating is high enough, the defender is defeated. All assisting cards are tapped and put in contact with the card they are attacking.

If an untapped monster card is attacked but not destroyed, and the attacking card is still on the monster when its turn comes around, the monster will attack the card that attacked it,

ignoring its normal preference for other weaker cards that may have come into play since.

If a tapped card is attacked but not destroyed, it will not untap during the untap phase as long as that attacker remains tapped as well. In the case of heroes, a player can choose to not untap a hero he has on a tapped monster. In this way, a weaker card can "pin down" a stronger card. Monsters will not untap if they have pinned down a tapped card, even if another potential target has entered play since they were placed upon the tapped card.

Workers cannot be used to attack, nor can Roads. Their rating determines how much in rating a Monster or Monsters must have to destroy them. Thus, on a high-rated worker or road several small monsters may attack them without killing or affecting their use.

When a hero is used to provide attack support down a road to another land, tap it and put it connected to that road. Move the monster it is attacking to the other end of the road. This helps to keep track of which road the hero used and which monster he attacked. Heroes can pin monsters in other areas, just like they can in their own, using roads in this fashion.